

Autonomous Vocal and Backing Track Mixing

Master Project Proposal

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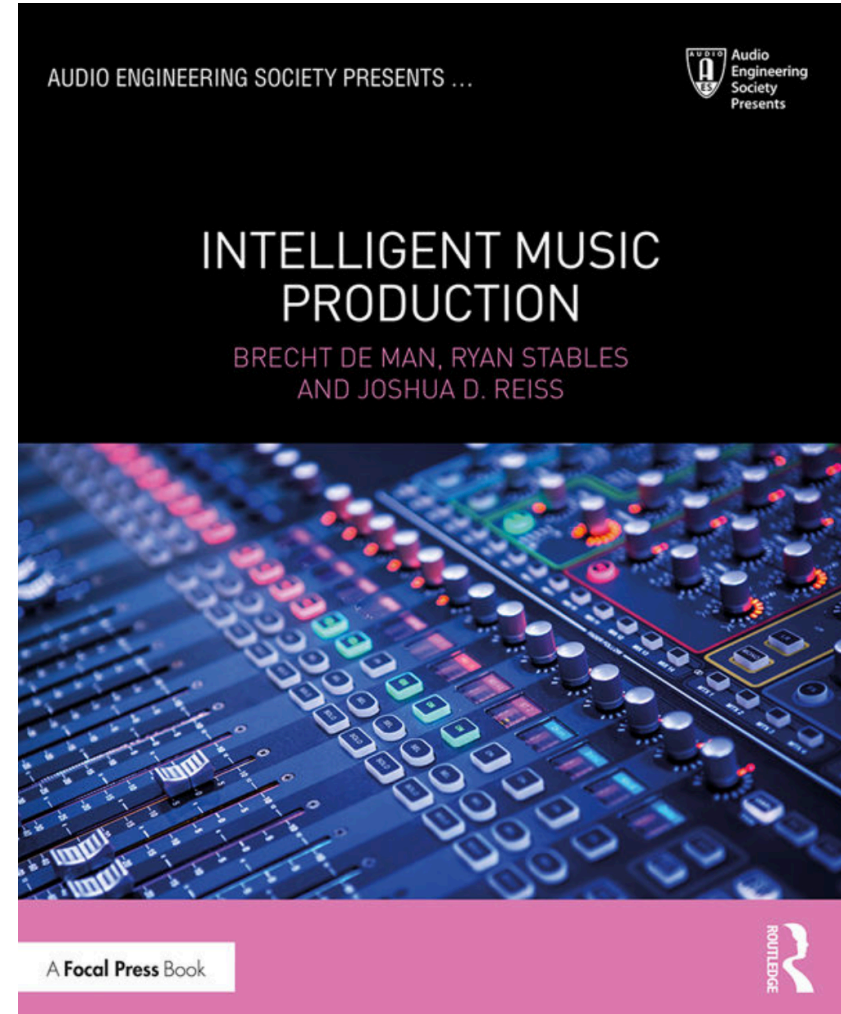
Music Informatics Group

Motivation

Over 10 years of research on
Multitrack mixing

No significant achievements yet

How about an easier task?



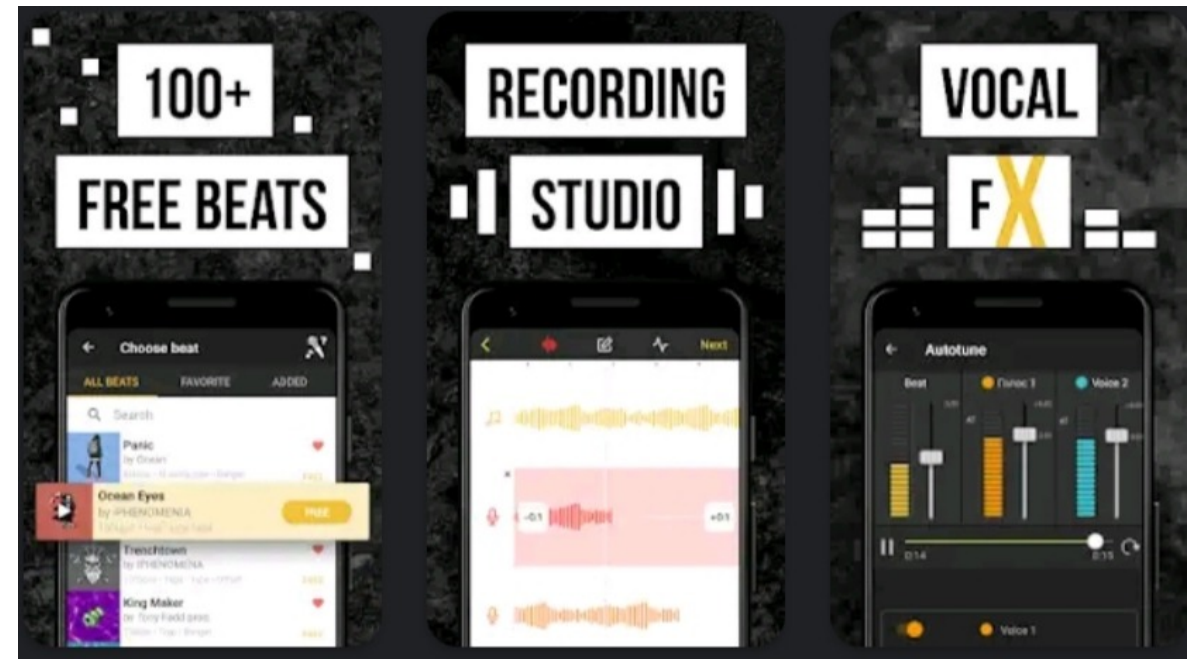
Motivation

- Karaoke apps



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- Amateur music makers



Related Work

- Knowledge-based:
 - Mixing rules and mix analysis

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- Data-driven:
 - The main challenge is the data collection of mixing parameters

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- Data-driven:
 - Extract mixing parameters from **paired raw tracks and human-mixed** tracks
 - Reverse engineering of a mix[1]
 - Differentiable signal processing chain[2]
 - Gradient approximation on black-box audio effects[3]

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Lack of Data

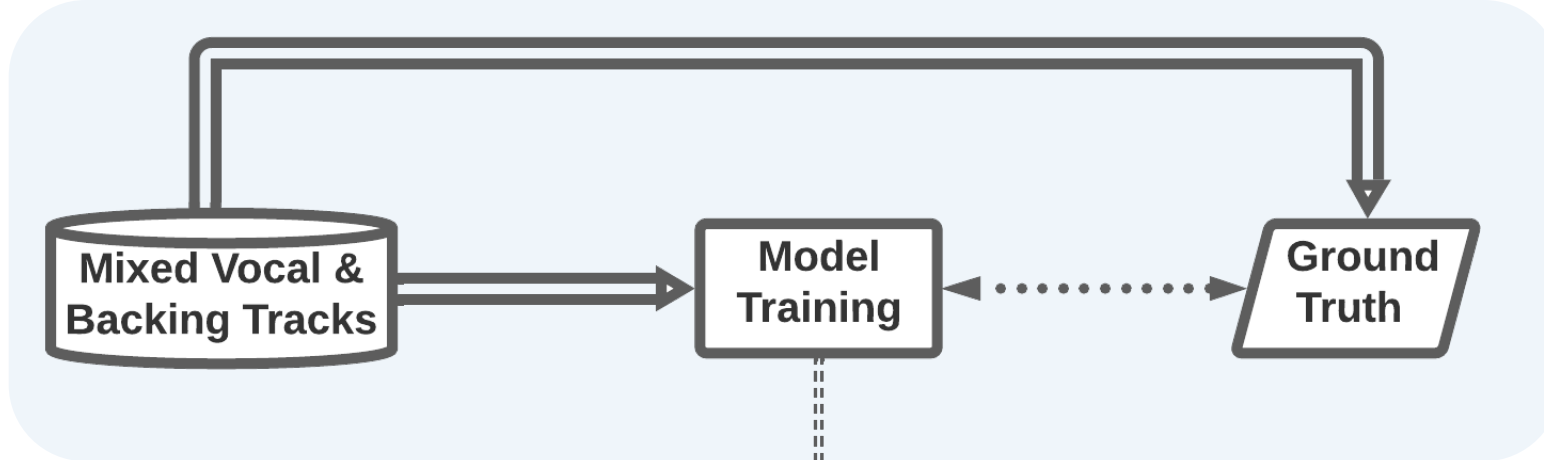
Baseline System

- Level balance
 - -3 dB vocal-to-mix ratio
- Compression
 - 14 dB loudness range
- EQ
 - Frequency masking
- Reverb
 - Linear mapping from tempo to reverb time

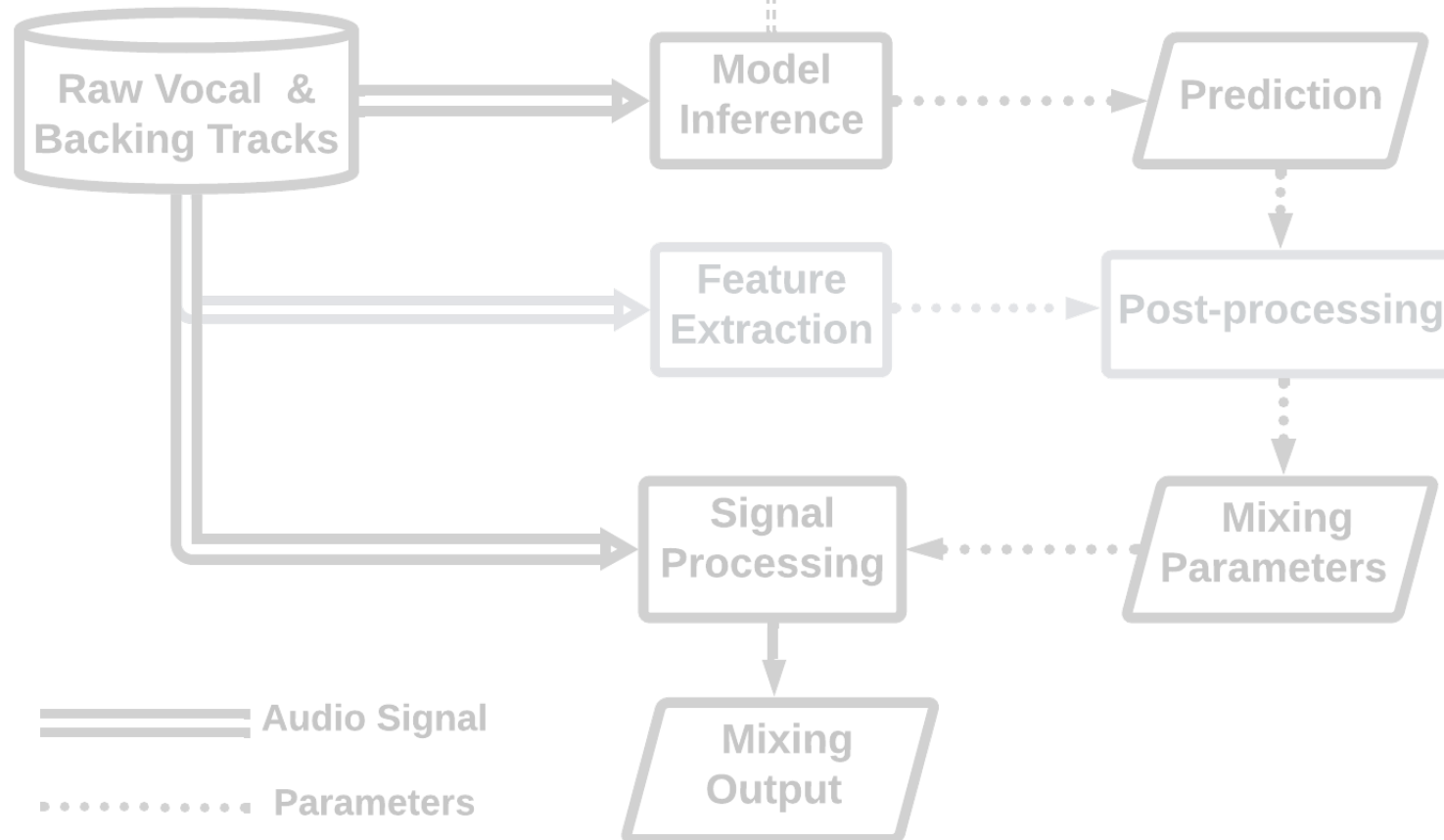
Proposed Method

- Data-driven
- Maps the input audio to mixing parameters
 - Outputs mixing parameters which allows human adjustment
- Requires only **mixed vocal and backing tracks** for training
 - Raw vocal tracks are not needed

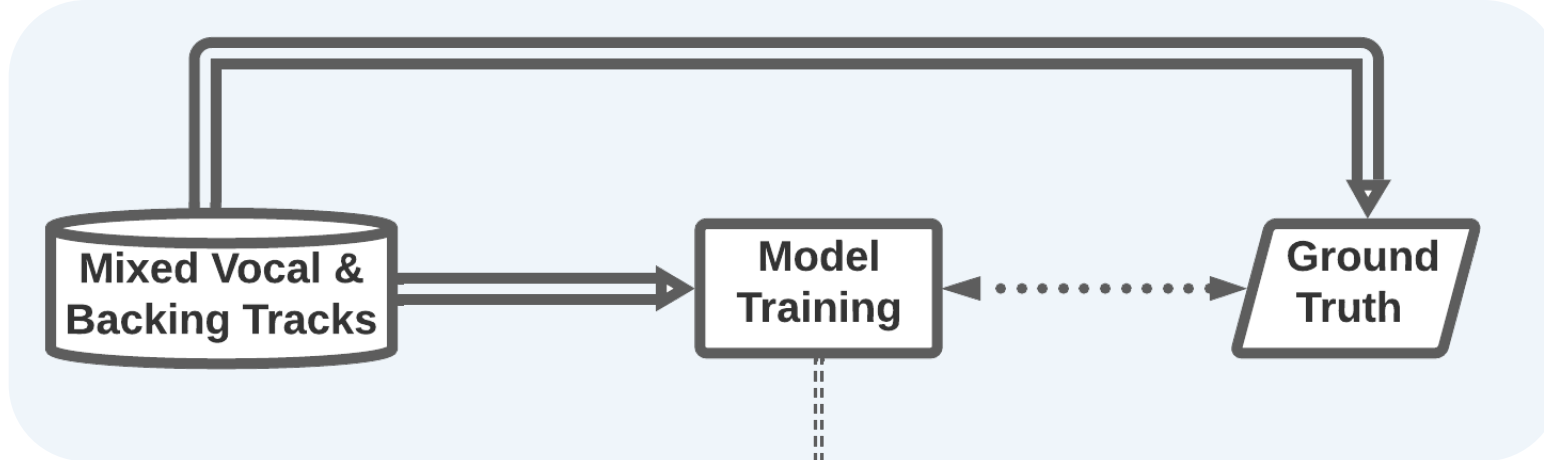
Model Training



Ground truth is the direct or intermediate mixing parameters

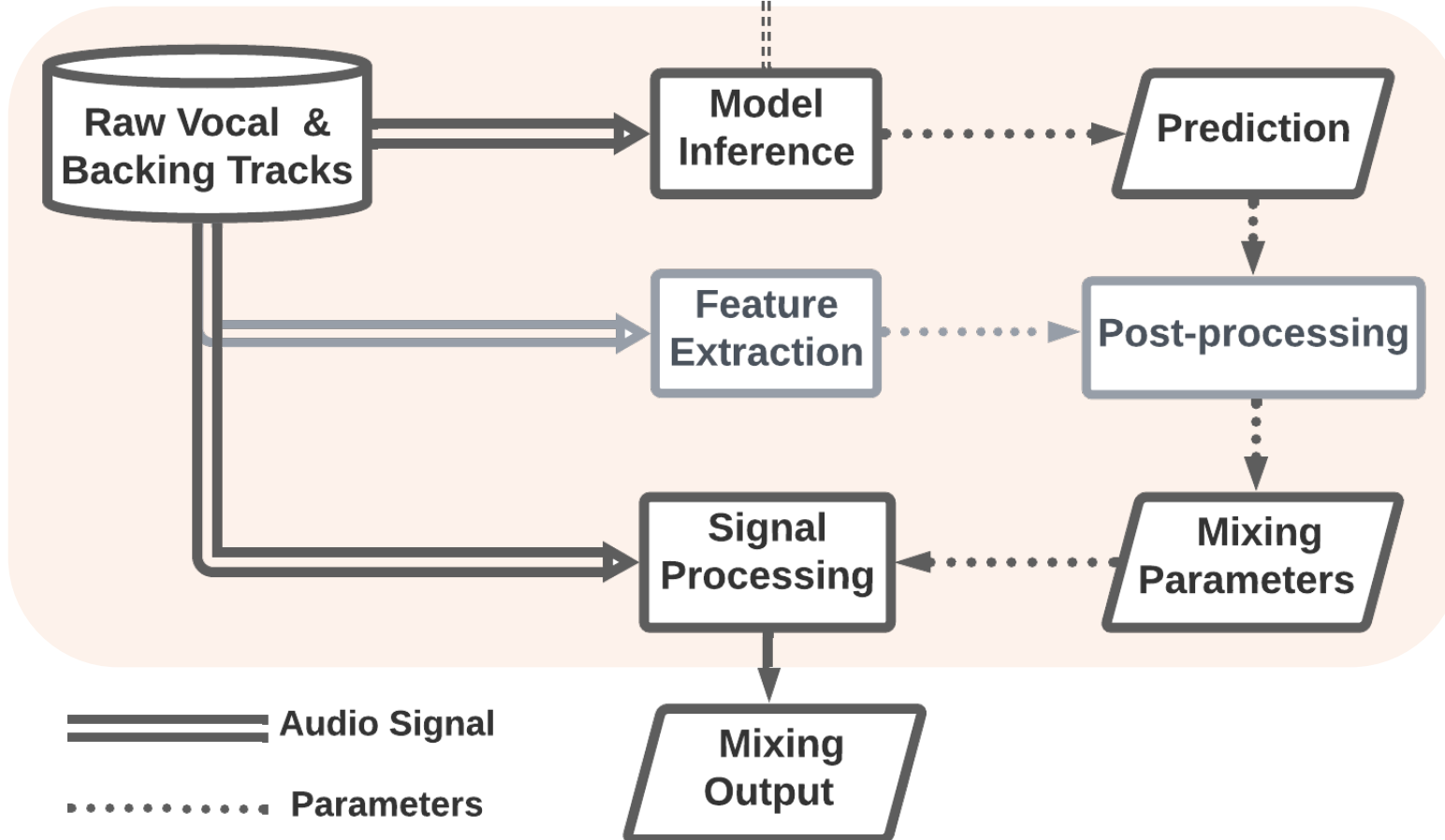


Model Training



Ground truth is the direct or intermediate mixing parameters

Model Inference



Optionally, convert intermediate model outputs into direct mixing parameters

Proposed Method

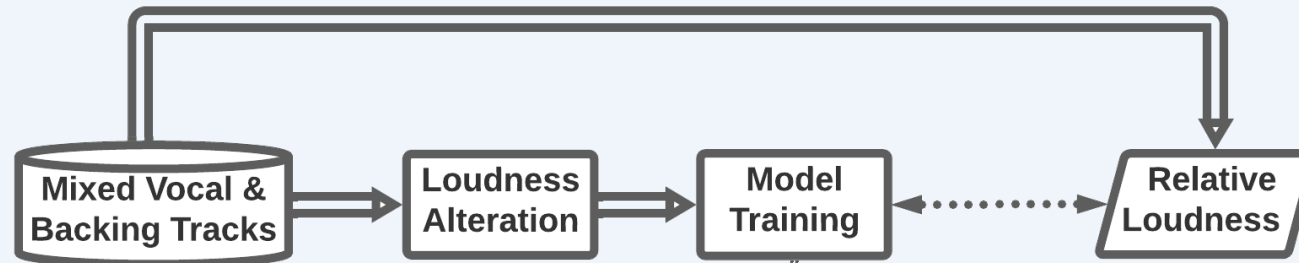
-Level Balance and Compression

- The model outputs intermediate audio features (relative loudness and loudness range)
- Post-processing converts the intermediate features into mixing parameters

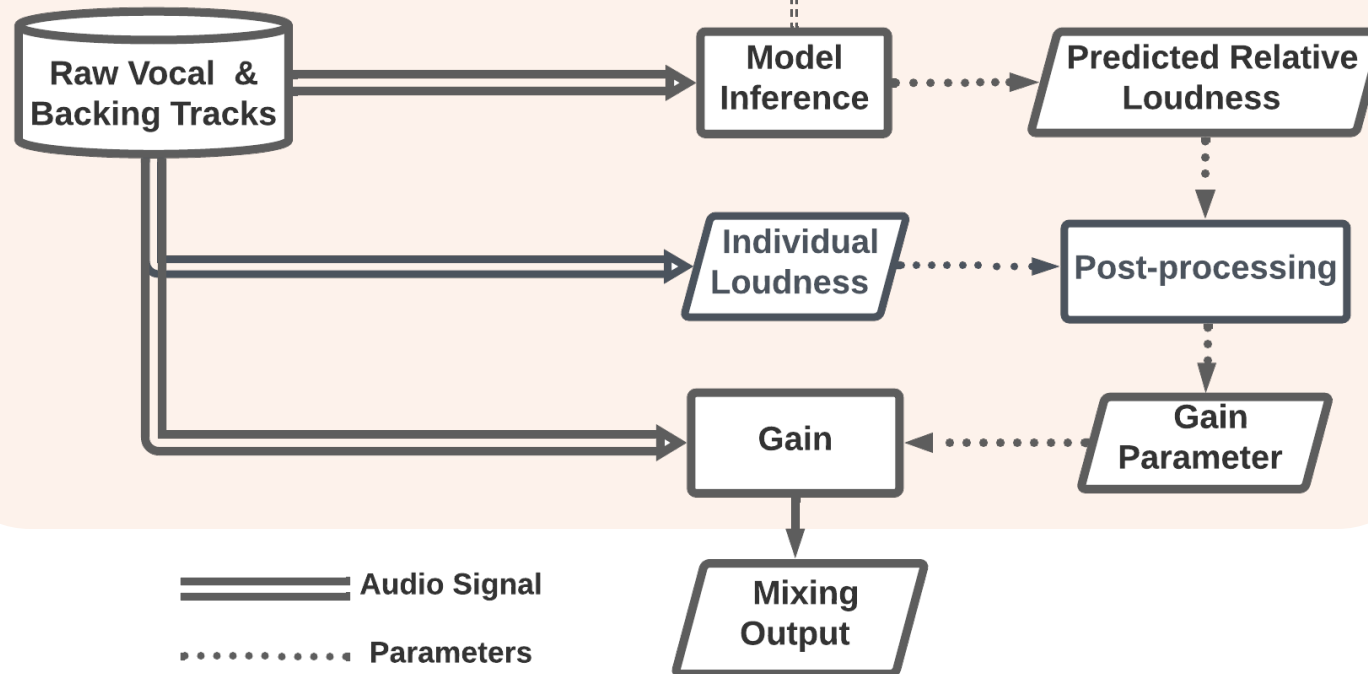
Proposed Method

-Level Balance

Model Training



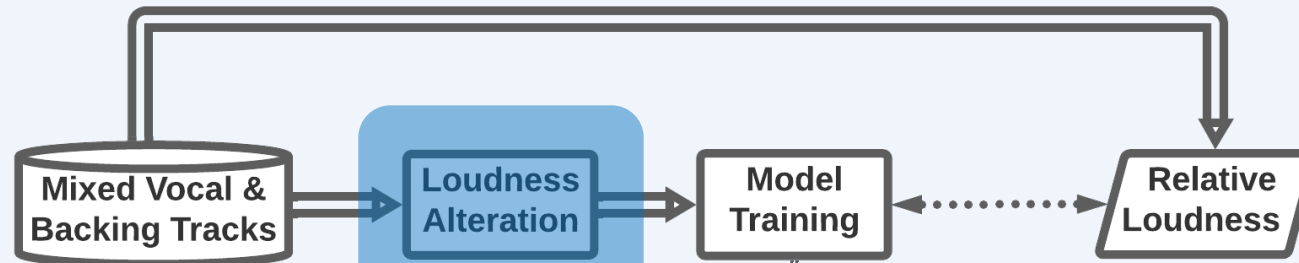
Model Inference



Proposed Method

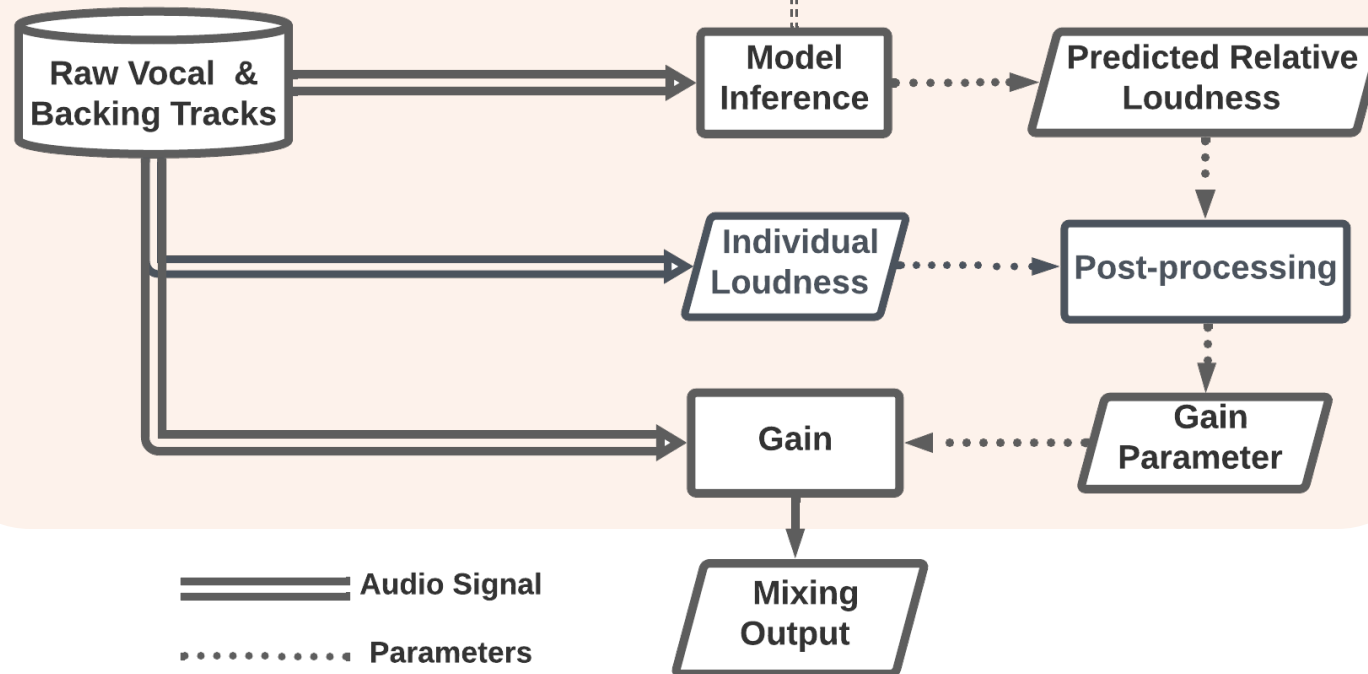
-Level Balance

Model Training



The model should learn to mix, instead of extracting parameters directly

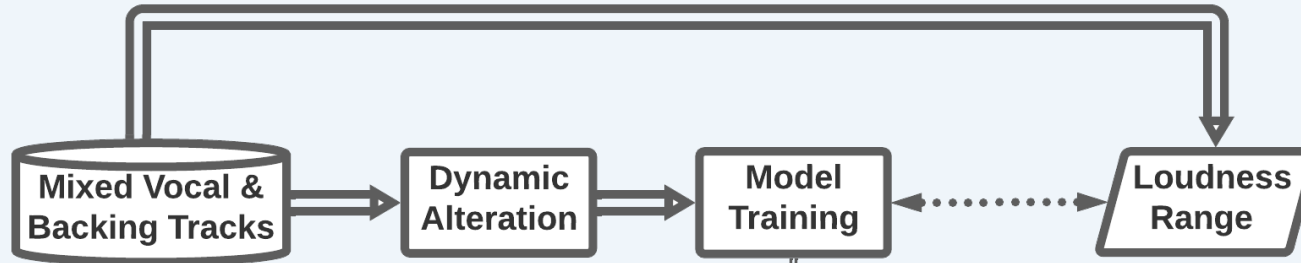
Model Inference



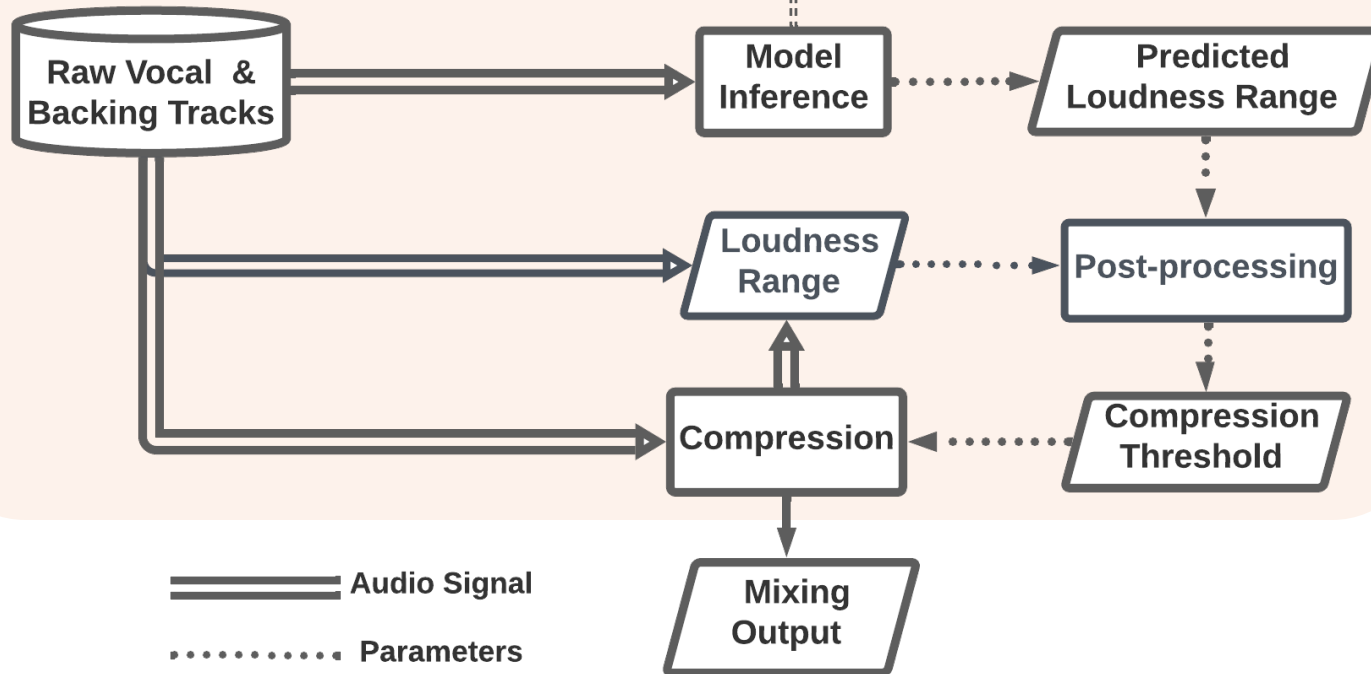
==== Audio Signal
..... Parameters

Proposed Method -Compression

Model Training

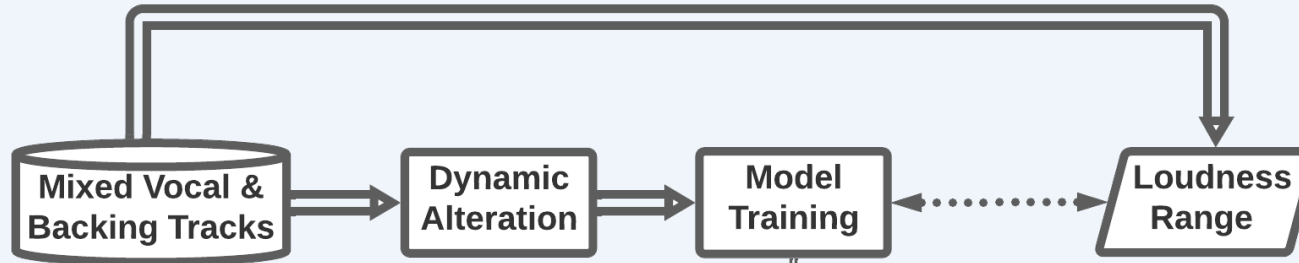


Model Inference

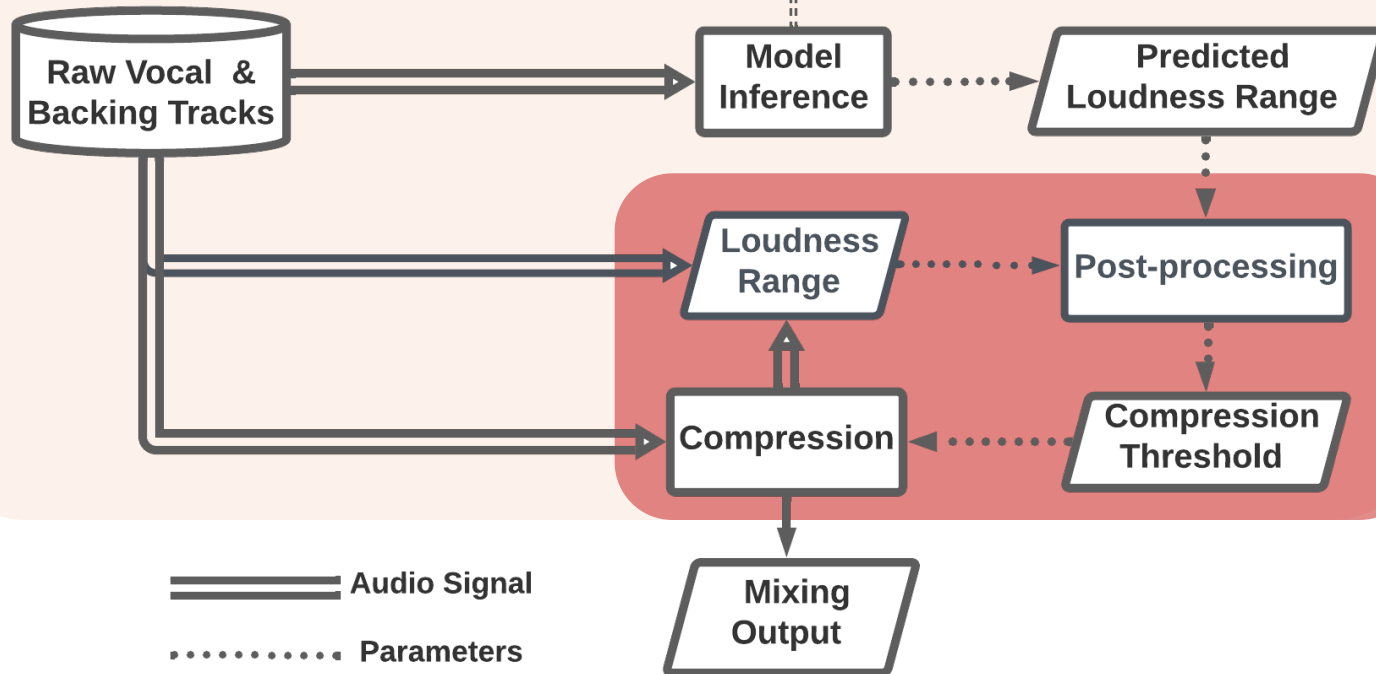


Proposed Method -Compression

Model Training



Model Inference



== Audio Signal
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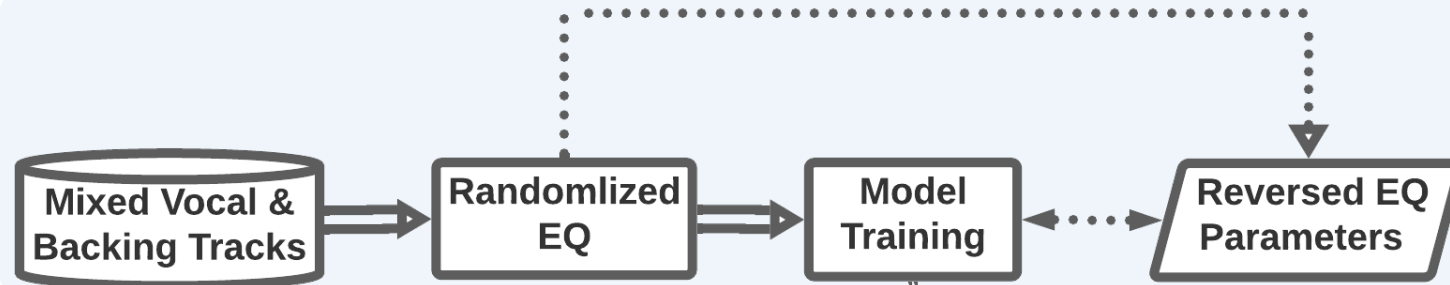
An iterative process to find the compression threshold of the targeted loudness range

Proposed Method -Equalization

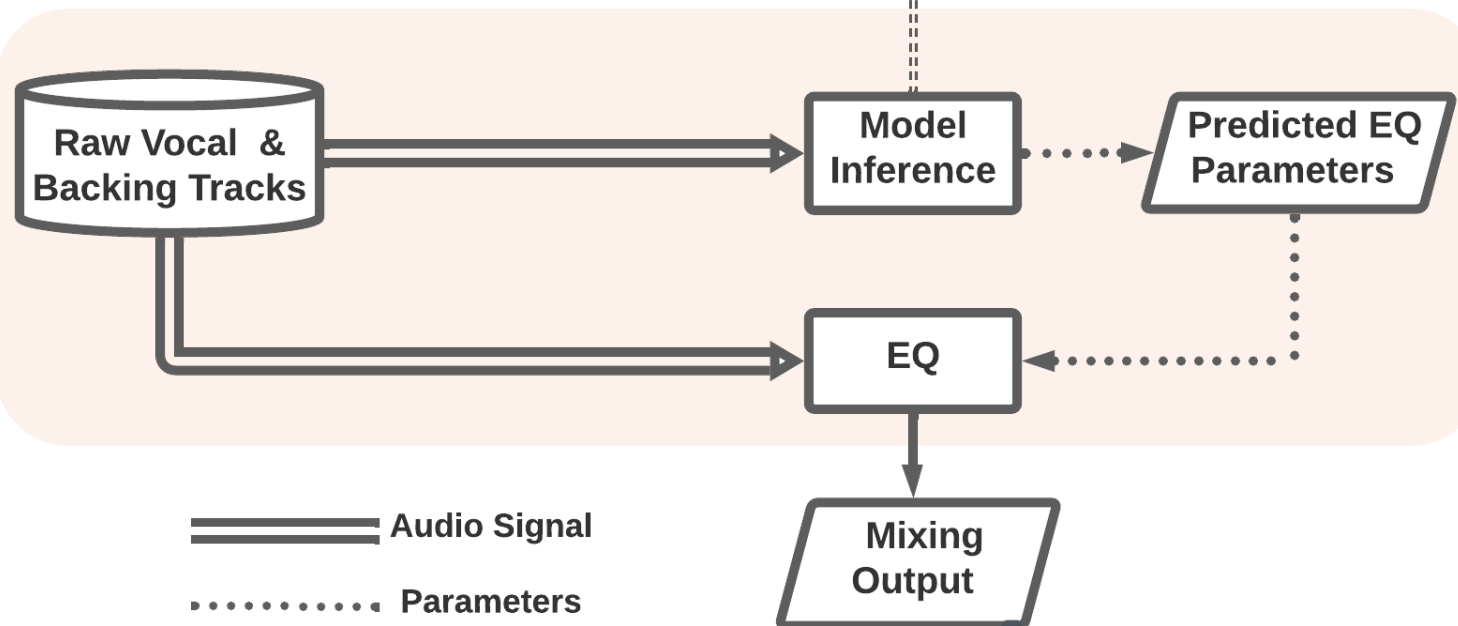
- The “raw” tracks for training are **self-generated** by applying EQ to the mixed vocal tracks. The corrected parameters are known.

Proposed Method -Equalization

Model Training

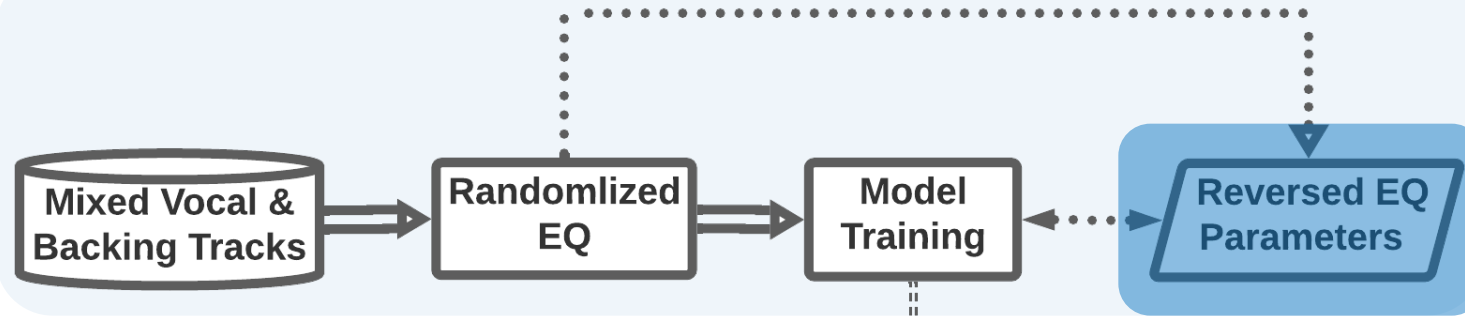


Model Inference



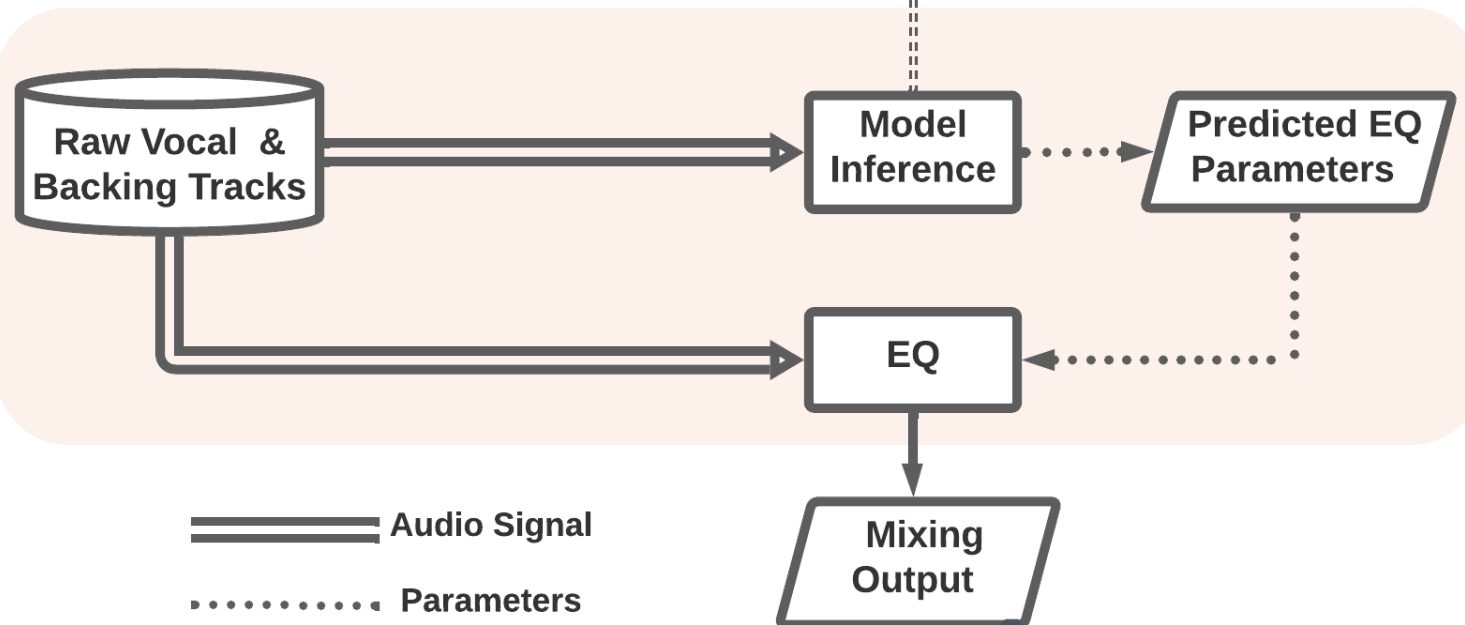
Proposed Method -Equalization

Model Training



If the mixed vocal is boosted at some center frequency, we should learn to cut at that frequency.

Model Inference

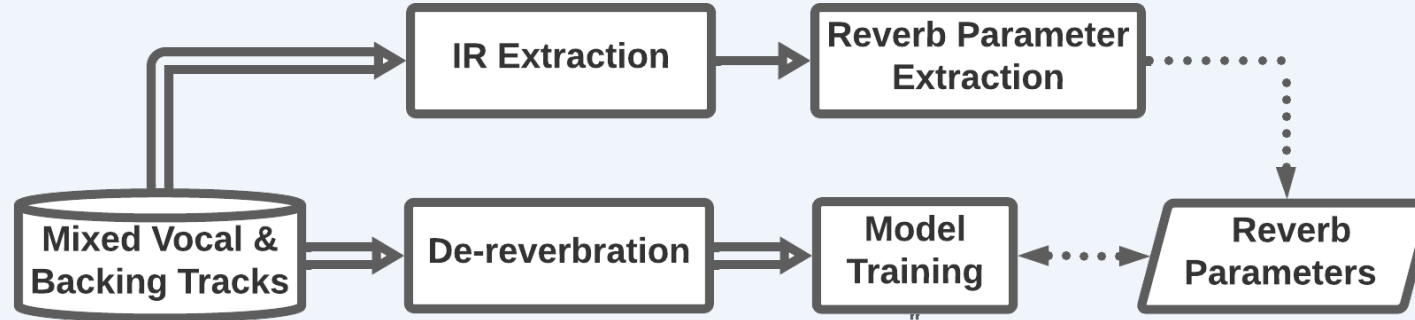


Proposed Method -Reverberation

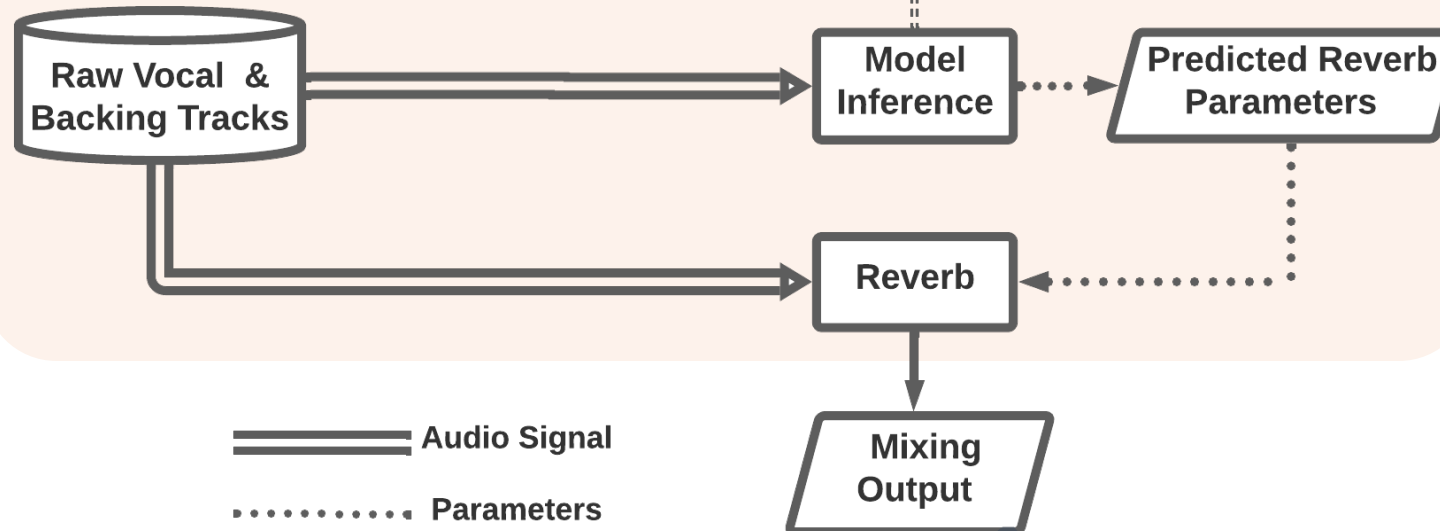
- Extracts the reverb impulse responses by a commercial plugin
- Uses genetic optimization to approximate the reverb parameters for the impulse responses

Proposed Method -Reverberation

Model Training

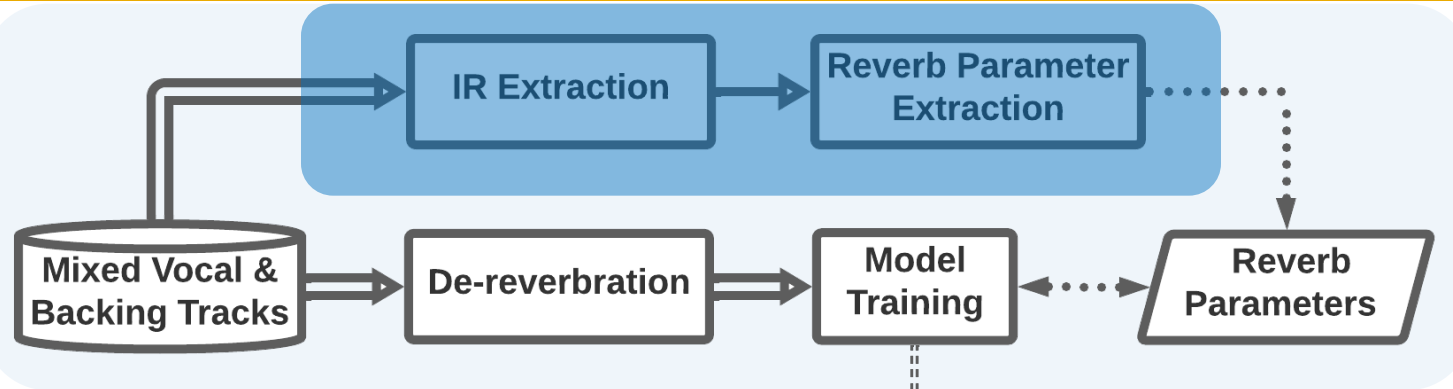


Model Inference

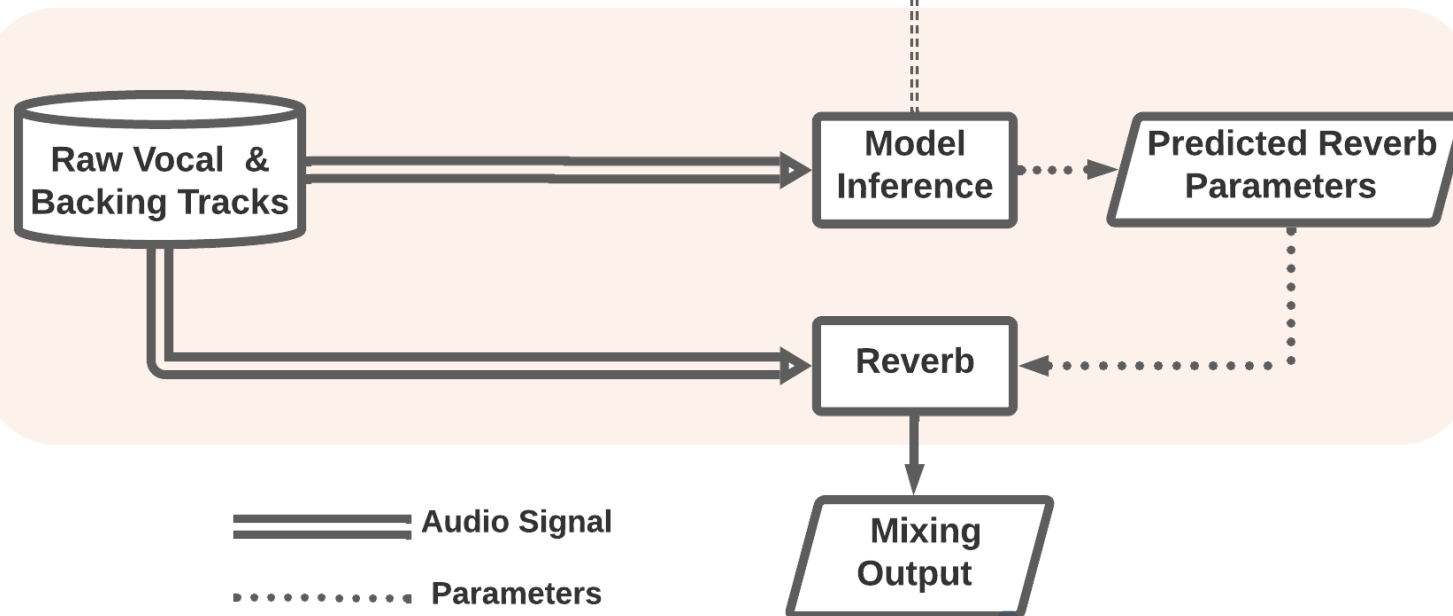


Proposed Method -Reverberation

Model Training



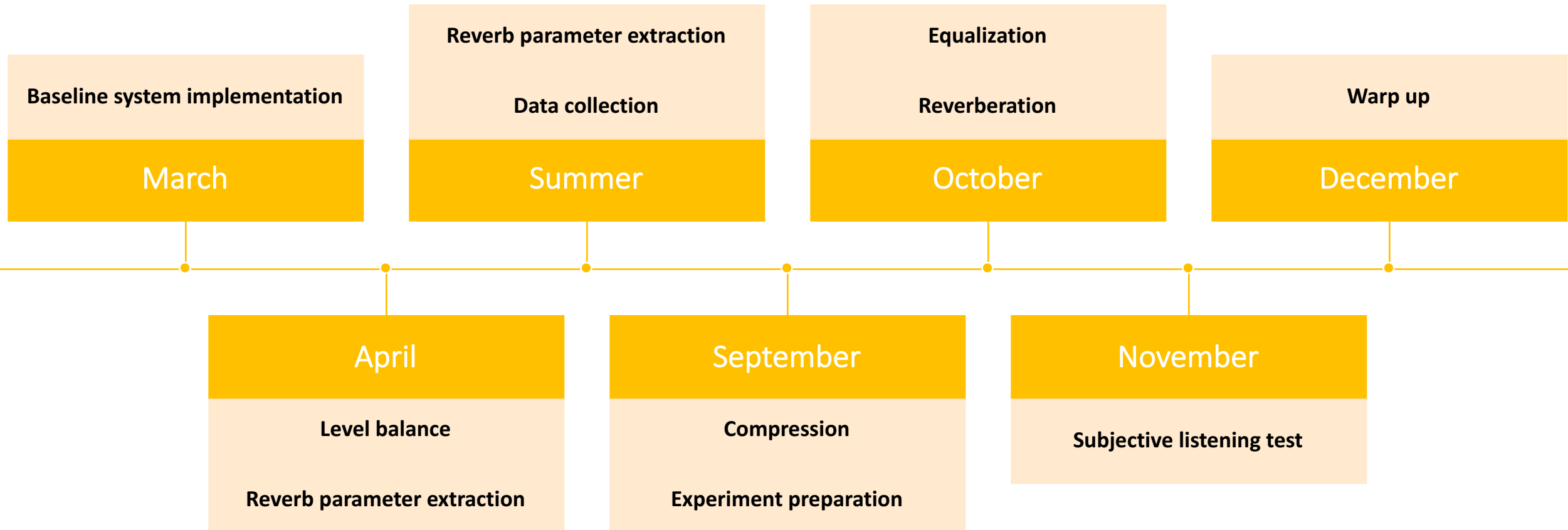
Model Inference



== Audio Signal

..... Parameters

Timeline



References

- [1] D. Barchiesi and J. Reiss, “Reverse engineering of a mix,” *Journal of Audio Engineering Society*, vol. 58, no. 7/8, 2010.
- [2] C. J. Steinmetz, J. Pons, S. Pascual, and J. Serra, “Automatic multitrack mixing with a differentiable mixing console of neural audio effects,” in *ICASSP*, IEEE, 2021.
- [3] M. A. Martinez Ramirez, O. Wang, P. Smaragdis, and N. J. Bryan, “Differentiable signal processing with black-box audio effects,” in *ICASSP*, IEEE, 2021.
- [4] M. Martinez Ramirez, D. Stoller, and D. Moffat, “A deep learning approach to intelligent drum mixing with the wave-u-net,” *Journal of Audio Engineering Society*, vol. 69, no. 3, 2021.

Thank you!